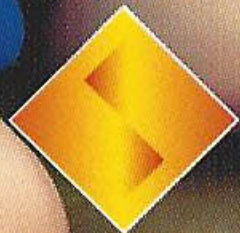


Lemmings™



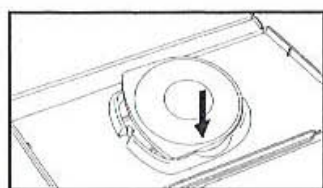
SONY



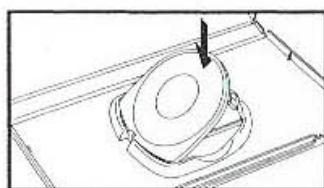
COMPUTER
ENTERTAINMENT®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

UCES-00109

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty.

Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

For further information visit <http://www.pegi.info>

PARENTAL CONTROL LEVEL

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+



THE LEMMINGS ARE ON THE LOOSE!

Lemmings are cute, loveable and very, very small. Unfortunately, they're not very clever either. The green haired rodents spend their whole day wandering around mindlessly and that normally means trouble! Lemmings have a habit of walking head first into water (they can't swim), tottering over the top of steep cliffs (they can't fly) and strolling into all sorts of hazardous traps. They have no sense of danger. In fact, they have no sense at all!

Luckily, however, lemmings do have an industrious nature which goes a long way to helping them to overcome every obstacle in their way, and when they put their microscopic minds to it and work as an efficient team, their own survival lies in their own tiny paws.

But having already fallen through a trapdoor at the start of the level and into an environment filled with pitfalls and perils, the lemmings will not survive easily. And as they are creatures of very little brain, the lemmings will depend on a helping hand from you to guide them to the safety of the exit gate on each level.

By assigning lemmings with the relevant abilities to help them find their way to each exit gate, getting the right lemming to perform the right action at the right time is going to take a great deal of patience, talent and forward planning before you can claim to be a fully-qualified supporter of the "Save a Lemming" campaign.





LOOK WHAT A LEMMING CAN DO!

The main function of a lemming is to walk. That is why they are called Walkers. Walkers, however, are prone to walk straight into danger, but luckily for them a range of eight different abilities can be attributed to each endangered lemming, as outlined below:



CLIMBER

Climbers can vertically climb up most tall objects. Once assigned, Climbers will retain the ability to climb for the rest of the level.



FLOATER

With their red and white umbrellas to break their fall, Floaters can safely descend from lofty heights without being splatted on the ground below. A Floater will stay a Floater even after using their floating ability – they simply refuse to give the brolly back!



BOMBER

Useful for dispatching single lemmings such as Blockers, Bombers lay down their own lives for the greater good of the lemming community. When activated, a five second countdown to self-destruction will begin, after which... boom! Lemmings don't really like this explosive ability.



BLOCKER

Arms outstretched, Blockers stand their ground to prevent other lemmings from passing by, and can even turn around Builders while they are still building! Once assigned, a Blocker will remain as a Blocker, but can be given the Bomber ability if needs be. Assigning two Blockers is highly recommended when penning in a large horde of the green-haired critters.



BUILDER

Builders are always ready to construct sturdy bridges at a moment's notice, which is very handy when faced with a pit of lava or a deep chasm below. But having laid their twelfth brick, Builders will shrug and then become Walkers again, even if their bridge stops abruptly in mid-air, so listen out for a chinking sound as they lay their final few bricks and get ready to reassign the Builder ability when necessary.

BASHER



Bashers horizontally smash their way through most obstacles clearing a path for their fellow lemmings to follow behind. Some obstacles are marked with arrows which indicate the direction in which a Basher should attempt to smash their way through. Be careful to assign the Basher skill to a lemming when there is something to bash, otherwise the skill will be wasted. Bashers will stop bashing once they come across a gap and Bashers cannot bash through steel.

DIGGER



Diggers burrow vertically downwards through most materials, such as earth, and create narrow shafts which, if deep enough, create their own dangers of potential "lemming-splatter". As soon as Diggers break through, they will stop digging. Diggers will dig and dig until they hit an impenetrable barrier, such as steel, and sometimes they dig their own grave...

MINER



Pick axe in paw and yellow hard hat on head, Miners create diagonal tunnels behind them, but cannot mine through steel. Useful for getting from a high area to a low area, Miners' tunnels often prove to be a welcome escape route for their little lemming chums.

NOTE: because Climber and Floater abilities are persistent and lemmings never lose these abilities, the green-haired rodents will either clutch a Floater's umbrella or wear a Climber's red helmet to signify their abilities. If a lemming is both a Climber and a Floater at the same time, then they will wear a red helmet and simultaneously carry an umbrella – that's multi-tasking for you!!!



SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the **LEMMINGS** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the X button to commence loading.

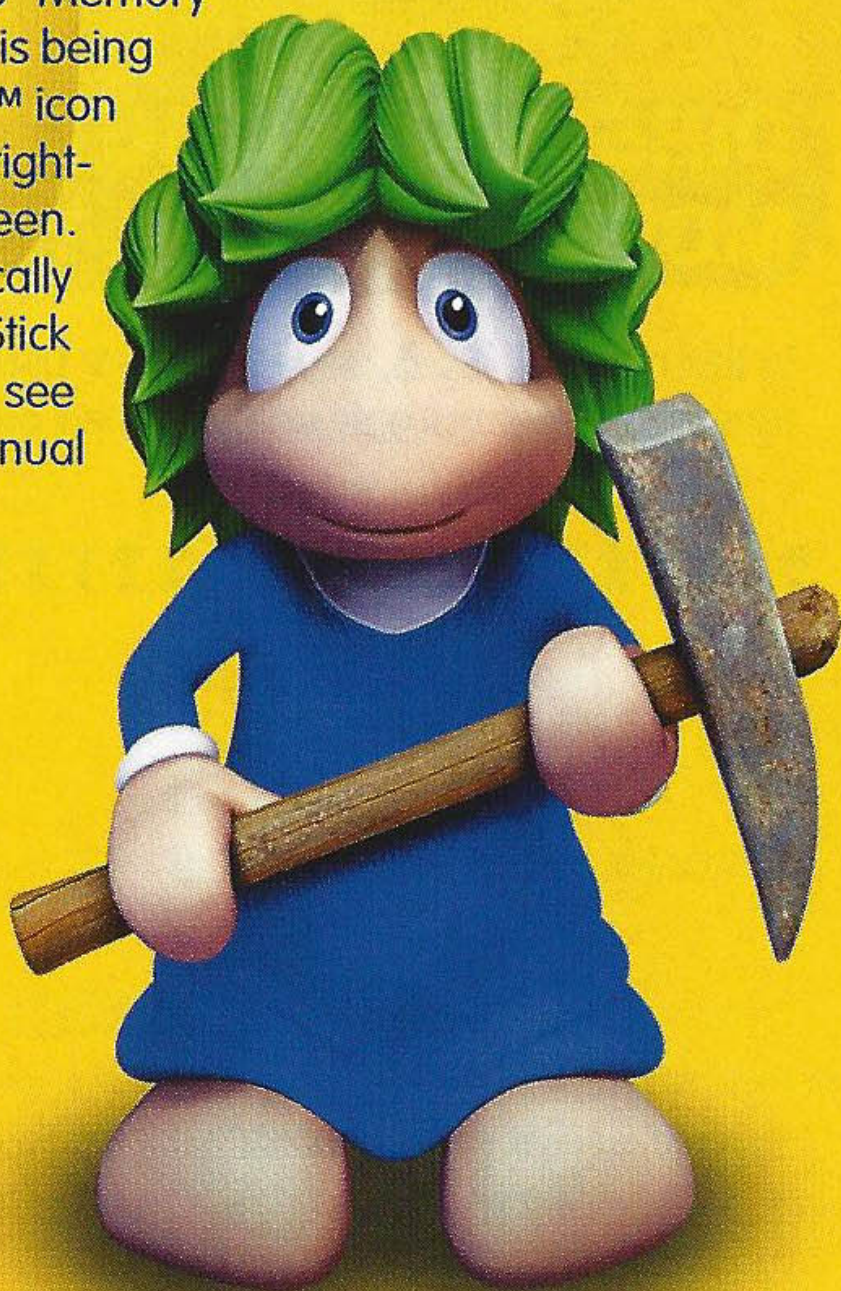
PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.



MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved **LEMMINGS** data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

LEMMINGS saves data to Memory Stick Duo™, and when data is being saved, a Memory Stick Duo™ icon will be displayed in the top right-hand corner of the screen. **LEMMINGS** also automatically loads data from Memory Stick Duo™ at start-up; please see the Profile section of this manual for further information.



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, upload data, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

LEMMINGS features Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system. Please refer to the Online section of this manual for further details about Game Sharing.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, ↑, ↓, ←, → etc. are used to denote the direction of the directional buttons only unless stated otherwise.



DEFAULT CONTROLS

↑/↓/←/→

analog stick

START button

SELECT button

L button

R button

X button

△ button

○ button

□ button (hold)

move cursor

move camera

pause

access Pause Menu

scroll Ability Panel to the left

scroll Ability Panel to the right

assign ability to currently highlighted lemming

zoom camera in/out

fast forward

lock cursor on specific lemming



THE GAMESCREEN



- | | |
|---|----------------------------------|
| 1 Entrance | 8 Climber ability icon |
| 2 Exit | 9 Floater ability icon |
| 3 Cursor | 10 Bomber ability icon |
| 4 Number of lemmings on the loose | 11 Blocker ability icon |
| 5 Number of currently saved lemmings/Level completion target number | 12 Builder ability icon |
| 6 Increase rate icon | 13 Basher ability icon |
| 7 Decrease rate icon | 14 Digger ability icon |
| | 15 Miner ability icon |
| | 16 Number of abilities available |
| | 17 Remaining time |

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **X** button to confirm. To return to the previous menu screen, press the **○** button.



GETTING STARTED

Following a short cinematic introduction, the Language Select screen will be displayed. Press **↑** or **↓** to highlight your desired language and press the **X** button to access the Main Menu.

MAIN MENU



Press **↑** or **↓** to highlight one of the following options and press the **X** button to confirm: START, PROFILE, USER LEVELS, ONLINE, OPTIONS

START



SPECIAL

Special Mode features 36 uniquely designed levels of lemming mayhem where every subsequent level's difficulty rating steadily increases.

ORIGINAL

Split into four challenging difficulty levels, "Original" Mode showcases all of the levels from the original Lemmings for the first time on PSP™. The difficulty levels are called "Fun", "Tricky", "Taxing" and "Mayhem". The first five levels in each category are already unlocked, and completing one level will unlock the next.

Look out for the loading screen before each level which displays the level's objectives and important information such as the level name, level number, time limit, and the number of lemmings that must be rescued in order to complete the level.

USER

Access previously downloaded **LEMMINGS** levels specifically created by **LEMMINGS** fans for other **LEMMINGS** fans to share and solve. Please see the "Online" section of this manual for further information about Downloadable Content. Please see the "User Levels" section of this manual for further details on how to create your own **LEMMINGS** levels.

EXTRA

Access previously downloaded official levels of **LEMMINGS**. Please see the "Online" section of this manual for further information about Downloadable Content.

PROFILE NEW PROFILE

NOTE: if a Memory Stick Duo™ is inserted into the PSP™ system, you will be able to create and save a Profile Name.

The virtual keyboard will be displayed. Use the virtual keyboard to enter your Profile Name. Press the **L** button and the **R** button to move the cursor backwards and forwards through the Profile Name in the top right-hand corner of the screen. Press **↑**, **↓**, **←** or **→** to cycle through the alphabet and press the **X** button to choose a character. When satisfied with your Profile Name, highlight "Enter" and press the **X** button to access the Profile slot screen. Highlight an empty "Profile" and press the **X** button to save your Profile Name to Memory Stick Duo™. Finally press the **O** button to return to the Main Menu.

Before saving a Profile Name, the following on-screen message will be displayed: "Create Blank Profile (Erase Progress?)".

Select "No" to save your current progress to Memory Stick Duo™ or select "Yes" to completely delete all previously completed levels, but be warned: by choosing "Yes", previously completed levels will have to be attempted again and all current progress will be lost, even if the save is cancelled after this point.

LOAD PROFILE

Load a previously saved Profile from Memory Stick Duo™.

NOTE: the first Profile that you originally saved will be autoloaded at start-up.



CLEAR PROFILE

Delete a previously saved Profile from Memory Stick Duo™.

USER LEVELS

Now you can create your own **LEMMINGS** levels and upload them to www.yourpsp.com/lemmings for other **LEMMINGS** fanatics to download and enjoy. And with an almost endless supply of levels created by **LEMMINGS** fans for **LEMMINGS** fans, this is what the Internet was invented for!!!

Before designing and creating your own level of **LEMMINGS**, you must first create and name a "bank" and save it to Memory Stick Duo™. Banks are used to store saved **LEMMINGS** levels on Memory Stick Duo™ and are composed of ten file slots.

EDIT BANK

Press the **X** button to edit a bank that has been previously saved to Memory Stick Duo™.

LOAD BANK

Load an existing bank from Memory Stick Duo™.

NEW BANK

Create a new bank by using the virtual keyboard to name a new bank to save your own levels to. Once chosen, that bank and slot will be used whenever the level is saved.

CREATING A LEVEL

Create your own level of **LEMMINGS** by setting the values for the level's properties, such as how many lemmings must be saved, and placing a range of graphic "tiles" around the level to form a challenging landscape. The range of tiles include several objects such as entrance and exit points, traps and different types of terrain.

THEME

Choose a theme for your newly created level. Select from the following five level themes: Crystal, Earth, Roman, Egypt or Hell.



PASTE TILE MODE

Press **↑**, **↓**, **←** or **→** to place land tiles. Press the **SELECT** button to display the Tile Selection menu and choose a tile to paste. Press the **X** button to place the selected tile. Use this mode to set out the layout of your level.

When placing water tiles, one-way land tiles and indestructible tiles you will have the option of dragging out the area affected. To re-adjust later use the Move Tile menu and grab the corners.

PASTE TILE MODE CONTROLS

↑/↓/←/→	move cursor/position tile
analog stick	move camera
L button (hold)	access Editor Menu
R button (hold) +	
↑/↓/←/→	grid move
□ button	fine move
△ button	zoom camera in/out
○ button	flip tile
X button	place tile
START button	test level
SELECT button	access Tile Menu

MOVE TILE MODE

To move a tile that has already been placed, press **↑**, **↓**, **←** or **→** to move the cursor over the tile and then press and hold the **X** button to grab the tile under the cursor, and finally press **↑**, **↓**, **←** or **→** to move the selected tile around the screen. Alternatively, press the **○** button to delete the selected tile.

MOVE TILE MODE CONTROLS

↑/↓/←/→	move cursor/position tile
analog stick	move camera
 button (hold)	access Editor Menu
 button (hold) +	
↑/↓/←/→	grid move
 button (hold)	fine move
 button	zoom camera in/out
 button	delete tile
 button	grab
START button	test level
SELECT button	access Tile Menu



TILE IN/OUT MODE

Change the order of tiles (which tile is in front or behind another). Move the cursor over the tile you wish to change the order of and press the  button to 'push' the tile in or behind other tiles, or press the  button to pull the tile out in front of other tiles.

TILE IN/OUT MODE CONTROLS

↑/↓/←/→	move cursor/position tile
analog stick	move camera
 button (hold)	access Editor Menu
 button (hold) +	
↑/↓/←/→	grid move
 button (hold)	fine move
 button	zoom camera in/out
 button	push in
 button	pull out
START button	test level
SELECT button	access Tile Menu

LEVEL SETTINGS

Change the settings for your level, including the number of lemmings that will populate the level; the number of lemmings that must be saved in order to complete the level; the release rate at the start of the level (minimum release); the number of Climbers, Floaters, Bombers, Blockers, Builders, Bashers, Miners and Diggers; and the time limit.

Press  or  to select an item. Press  or  to increase or decrease the value of the currently highlighted item. Press the  button to accept the changes or press the  button to cancel the changes.

SAVE + EXIT

Keep changes and return to the level slot selection menu. Data will only be saved to Memory Stick Duo™ when exiting User Levels.

DISCARD + EXIT

Exit the User Level area without keeping changes.

ONLINE

Can't get enough of those little lemmings? Then get online and visit www.yourpsp.com/lemmings to download more levels of **LEMMINGS** straight to your computer. Downloadable Content at www.yourpsp.com/lemmings includes officially created extra levels. Use a standard USB cable with a Mini-B connector to link your PSP™ system to a computer in order to access the Downloadable Content at www.yourpsp.com/lemmings.

INFRASTRUCTURE

The Network Connection Menu will be displayed. Press the **↑** and **↓** buttons to highlight a previously saved Network Connection and press the **X** button to connect. If a Network Connection has not been previously saved to Memory Stick Duo™, select New Connection and follow the on-screen instructions to initiate Network Connection.

Before a Network Connection can be established, you must enter your handle and password and accept the Usage Policy agreement. If you do not have a handle or a password, then you will need to visit www.yourgamingname.com to register your own unique network gaming handle and password.

Once a Network Connection has been established, the following options will be displayed:

VIEW LADDERS

View the top five rankings for various levels. Press the **←** or **→** buttons to access the different levels. Press the **X** button to play the level and attempt to beat the current rankings or press the **O** button to return to the Online menu.

MY ONLINE LEVELS

Select Upload New Pack to view or access previously saved levels. Press the **X** button to upload the highlighted levels.



DOWNLOAD

Before downloading extra **LEMMINGS** levels, use the virtual keyboard to enter the filename of a specific Download Pack. Alternatively, modify the search filters by choosing to search for a Download Pack by its User ID or by its upload date, selecting either "today", "this week", "this month" or "any time". When satisfied with the search criteria, select "Search" to seek out Download Packs that match your preferences.

When the search has been completed, the available Download Packs will be displayed. Press the **↑** or **↓** buttons to cycle through the available Download Packs and press the **←** and **→** buttons to cycle through each available page. Press the **X** button to view the currently highlighted Download Pack's details, such as how many levels are available, its author's name and its user rating, and press the **X** button again to commence downloading the pack.

Alternatively, press the **△** button to rate the Download Pack, press the **SELECT** button to file a complaint about the content of the Download Pack or press the **○** button to return to the previous screen. Once you have downloaded a Download Pack, you must save it to Memory Stick Duo™ before selecting which level to attempt. Yippee!!!

LOG OUT

Return to the Main Menu.

NOTE: visit www.yourpsp.com/lemmings for more information on Downloadable Content for **LEMMINGS**.

GAME SHARING

One user (known as the "host") can temporarily transfer three different levels of **LEMMINGS** to another user (known as the "receiver") via the PSP™ system's Game Sharing facility. The receiver is not required to have a PSP™ Game inserted into their PSP™ system in order to receive **LEMMINGS** content via Game Sharing.

The host must first select "Game Sharing" from the Online Menu to attempt to locate other PSP™ systems, within a range of 10 metres, that are currently searching for Game Sharing data.

The receiver must select the  icon from the Home Menu and then select the Game Sharing icon to initiate the data transfer. Once both PSP™ systems have connected wirelessly, the receiver should follow the on-screen instructions to send a request to the host. The Game Sharing transfer will commence once the request has been accepted by the host.

Once the transfer is complete, the host is free to continue to use their PSP™ system as they wish. The receiver will be left with the three challenging levels of **LEMMINGS** to sample and enjoy. The receiver can terminate their **LEMMINGS** session by either switching off their PSP™ system or returning to the Home Menu. Any Game Sharing data received will subsequently be deleted.

NOTE: both the host and receiver must have the WLAN switch on their PSP™ systems switched to the on position for Game Sharing.



OPTIONS

MUSIC

Press **←** or **→** to adjust the volume level of the in-game music.

SFX

Press **←** or **→** to adjust the volume level of the in-game sound effects and speech.

CURSOR

Press **←** or **→** to adjust how fast the cursor moves and select from Normal, Fast or Slow.

LANGUAGE

Press the **X** button to access a long list of available languages. Press **↑** or **↓** to highlight your desired language and press the **X** button to confirm and return to the Options Menu.

CREDITS

Press the **X** button to access a list of credits displaying the names of the people who created **LEMMINGS**.

PAUSE MENU

Press the **SELECT** button to access the Pause Menu. Press **↑** or **↓** to highlight either Finish, Restart, Quit or Continue and press the **X** button to confirm.



FINISH

When the quota of saved lemmings has been met, the **SELECT** button icon will be displayed in the top right-hand corner of the screen indicating that the level can now be finished early. Press the **SELECT** button, highlight "Finish" and then press the **X** button to move on to the next level.

RESTART

Recommence the current level from the beginning again.

QUIT

Destroy all lemmings on the level with one big bang!

CONTINUE

Return to the current level from where you left off.



PLAYING LEMMINGS

HERE COME THE LEMMINGS!

At the start of each level, the lemmings follow each other mindlessly through a trapdoor entrance and straight into trouble! To escape to freedom, the lemmings must find the level exit and head through it – yippee!!! The exit in most levels looks like an archway.

CHECK OUT THE SURROUNDINGS

Some levels are much larger than they appear to be at first glance. Use the analog stick to take a wider look around each level. Alternatively, press **↑**, **↓**, **←** or **→** to move the cursor to the edge of the screen and expand the view in that direction.

PAUSE AND PLAN

Press the **START** button to pause the mayhem in order to plan how to solve the current level. Although all of the lemmings will come to an immediate standstill, the cursor will continue to function and can be used to move around the level in order to plot escape routes and pinpoint potential perils. Press the **START** button again to return to the action.

WALK

Lemmings usually walk and walk without any harm coming their way. If they amble into a wall, they will simply bump against it, turn around and walk in the opposite direction. Not a scratch on 'em! But if at the end of their walk lays a very high ledge with a very steep drop below, then the chances are the little lemmings will walk straight off of the ledge and be splatted on the ground far below.



ASSIGN ABILITIES

To assign a specific skill to a lemming, press the **L** button or the **R** button to cycle left or right respectively through the available ability icons on the Ability Panel at the bottom of the screen. A yellow circle will be displayed around the ability icon to highlight it and will also increase in size. Press **↑**, **↓**, **←** or **→** to move the cursor over a specific lemming and, at this point, the cursor will change from a cross shape into a box shape. Finally, press the **X** button to assign the currently highlighted ability to the specific lemming.

DECREASE RATE/INCREASE RATE

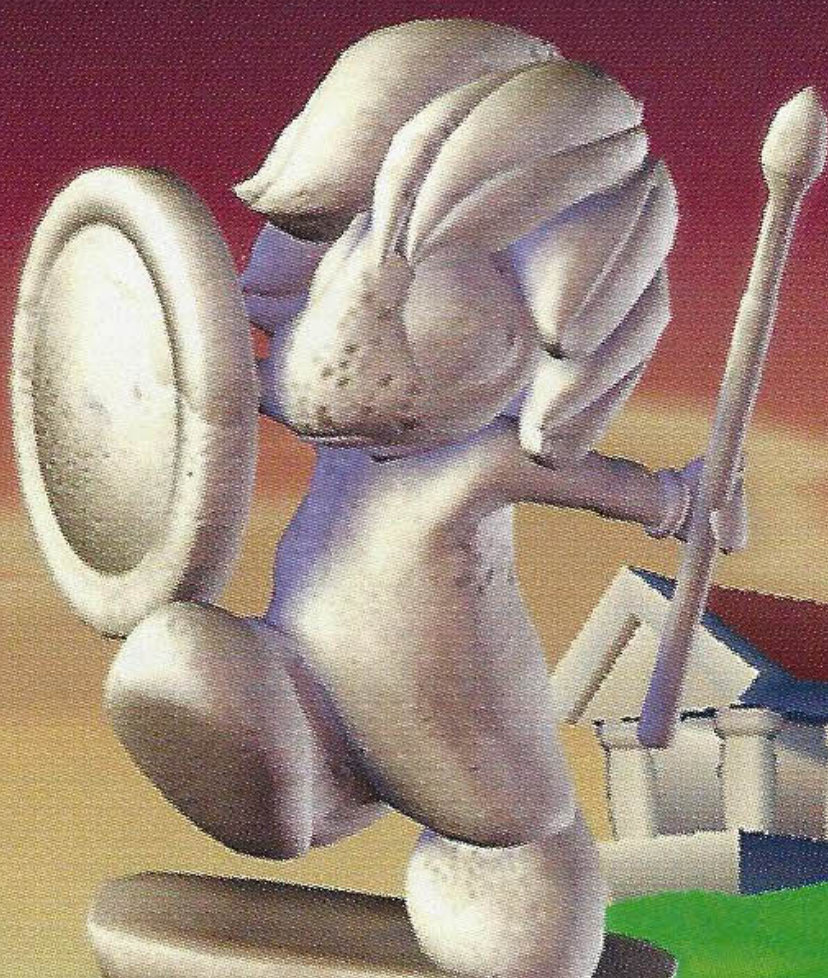
Finding it hard to keep control of the mass of lemmings falling through the trapdoor? Then simply select the Decrease Rate icon to stem the flow, but be mindful that the rate of release cannot be reduced below the starting value for the level. Alternatively, select the Increase Rate icon to speed up the rate of release and prove that you can handle loads of lemmings at once.

THINK AHEAD!

With only a limited number of skills available to assign from the Ability Panel, forward thinking, strategic planning and rapid reactions will make all the difference when it comes to saving or splatting the hordes of lovable lemmings.

A forgotten Digger here, a Miner mining in the wrong direction there, a Builder who is about to run out of building bricks or an ill-placed Blocker could all prove to be the fatal mistake that spells certain doom for every lemming unlucky enough to fall through that trapdoor...

REMEMBER: be careful, be tactical and be brave – the lemmings are relying on you!



www.yourpsp.com/lemmings

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